FUSIONFALL

CARTOON NETWORK UNIVERSE™

GAME GUIDE

GETTING STARTED

1. LOGIN

Once you go to FusionFall.com and click **Play Now**, a login screen will appear. Type in your User Name and password and click **Log In**. Once your login is verified, click **Launch Game**.

Login Screen

After the game loads, you will be taken to the character selection screen. If you are playing *FusionFall* for the first time, you will be taken directly to Character Creation.

2. CREATE YOUR CHARACTER

Players with free membership will have two character creation slots available. If you become an Unlimited Access subscriber, you can create up to four characters.

To create a new character, click on the **Create New Character** button. If you want to use an existing character you have already created, click on that character's name, and then click the **Play** button.

Character Selection

If you are creating a new character, you will be taken to Dexter's lab to assist him with a time travel experiment. The experiment requires that you input your vital statistics.

2.1 NAME CREATION

You must first choose a name for your avatar. Names are broken into three parts to ensure that everyone will have a unique name. Using the name creation tool, scroll through name combinations by clicking and holding the arrows. Click the **Random** button if you wish to have the game generate a name for you.
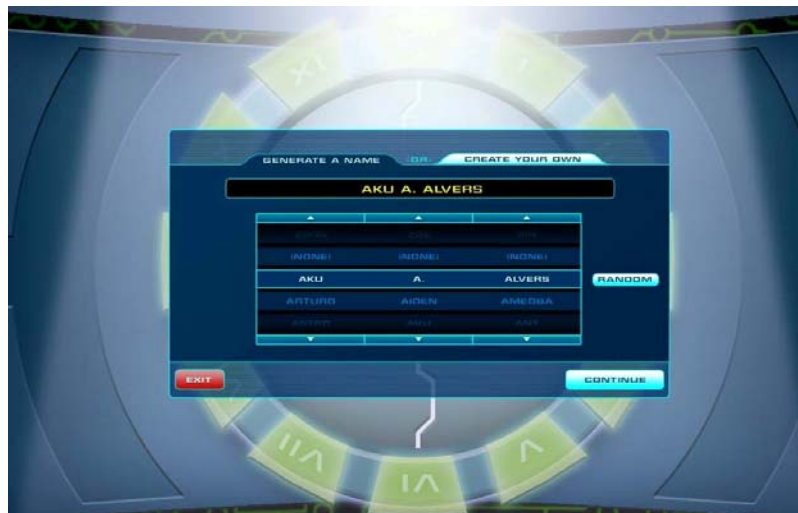
Character Name Selection

The **Create Your Own** naming function allows users to submit a name of their choice, subject to a screening process. You will be assigned a temporary name to use until your submitted name is approved.

One you are happy with the name click on **Continue** to go to the Character Builder.

2.2 CHARACTER BUILDER

After you have named your character you will select your character's gender, body type, skin color, eyes, hair style and clothing. Once you are happy with the way your avatar looks, click the **Continue** button.

Character Creation

3. LEARNING THE BASICS

After you complete character creation, you are sent to Dexter to complete his time travel experiment. Unfortunately, Dee Dee pushes the wrong button at a critical part of the experiment, and you are flung far into the future. To make matters worse, the time machine is destroyed. You discover that Fuse has invaded and has taken over most of the world. But all is not lost. If you can rebuild the time machine, you can go back to the past, bringing back the one thing that will give our heroes the power to win the war against Fuse … the Nano!

The basic commands to control your character are explained below. A full list of commands can be found at the end of this document for quick reference.

3.1. MOVING AROUND

The first thing you need to learn is how to move around the world. You can either use arrow keys or use the mouse in conjunction with the **WASD** keys on the keyboard. The game will also support a game controller. For now, we strongly recommend that you try to master the controls using the mouse and **WASD** keys.

Directional movement is controlled with the **W** (forward), **A** (left), **S** (back), and **D** (right) keys, and the mouse will control both the camera and the player orientation. Move the mouse left and right to steer your character or look side to side. Move the mouse forward and back to look up and down.
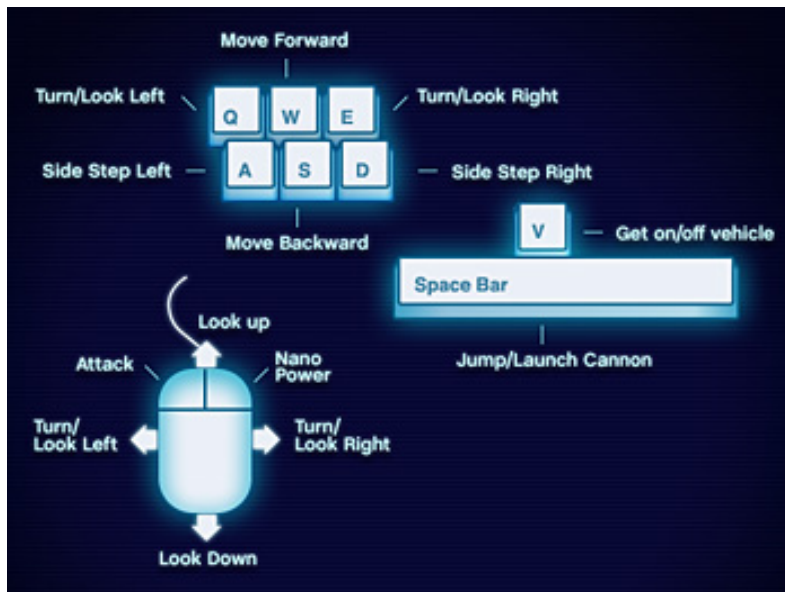
Movement Controls

If you want to move forward press the **W** key. Then use the mouse to steer left and right as you run along. Or use the right/left arrow keys to steer. When you want to stop, just release the **W** key.

To make your character jump hit the **Space Bar**. To jump over an obstacle, run towards the object by pressing the **W** key and hit the **Space Bar** right before you run into the object.

A detailed key map showing all of the movement controls is in the "Controls" section of this document.

A word of warning: the world is full of green infected patches! You want to avoid running through or swimming in these infected patches, as you will take damage from them.

Infected Patch

You character is equipped with a new invention from Dexlabs called the NanoCom. The NanoCom combines navigation, communications and Nano storage into one easy-to-use device. When using it, you'll see computer graphics superimposed over the world that will keep you informed as you battle the Planet Fusion invasion.

NanoCom basic graphics

- **Equipped Nano –** shows which Nanos you have equipped, what type they are, and if they have enough energy to be summoned. Next to them is a small icon showing their equipped power.

- **Mini-Map –** a view of your immediate area from above.

- **Fusion Matter Meter –** around the mini-map is a Fusion Matter meter that shows how much Fusion Matter you have stored up.

- **Communication Log –** a record of recent communications and events that have happened near you.

- **Your Health –** displays your health status.

- **Active Nano –** shows the name, stamina and power of your active Nano.

- **Effects –** under your health bar, your temporary power-ups are displayed. These include pick-up items like extra speed, jump boosts, or protection from certain types of attacks. See "Powers" for more details.

Other informational graphics will pop up as the situation calls for it. Details on these are covered in the sections below.

4. CHECKING OUT YOUR CHARACTER

To open the character window (which serves as your inventory) and check the status of your character, press the **I** key on your keyboard. Alternately, you may hit **ENTER** and select **My Stuff** from the main menu.

Character Screen

4.1. CHARACTER SCREEN

Your character will appear on the left, wearing and carrying all the items that you have equipped.

Your character is rated on three values based on the quality of their equipment. They are:

- vs. One – how effective you are against a single enemy. This value is based on two things: 1) the weapon you have equipped in the first weapon slot, and 2) the original grouping of enemies.

- vs. Many – how effective you are when fighting two or more enemies. This value is also based on two things: 1) the weapon you have equipped in the first weapon slot, and 2) the original grouping of enemies. Note: the last monster remaining from an enemy group is still considered part of a multiple-enemy group.

- Defense – how effective you are at avoiding and absorbing attacks. This value is based on the individual Defense values of your shirt, pants and shoes.
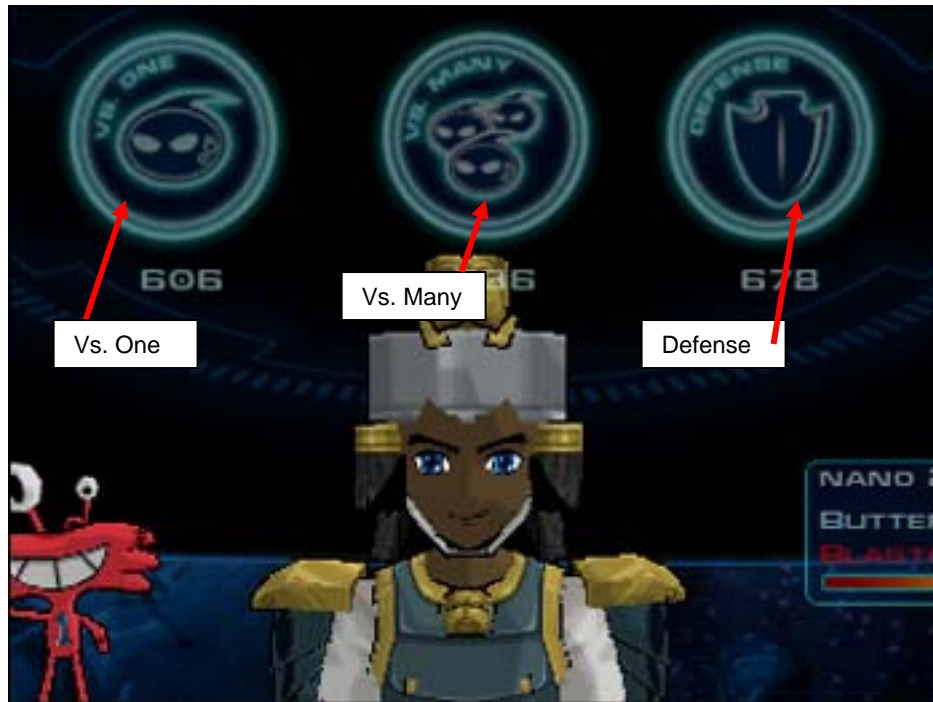
Character Stats

The higher your ranking numbers, the better your character is. Equipment will change these rankings. As your character levels up, you should make sure that your avatar is equipped with the best gear possible.

This screen also displays your level and the Cartoon Network guide you are helping. More information about these is featured later in this document.

The column in the middle of the interface also shows what items you have equipped. The middle column also shows how many Weapon Boosts and Nano Potions you have. You can find out more about Weapon Boosts and Nano Potions in the "Basic Combat" and "Nanos in Combat" sections later in this document.

On the right side of the screen, you can see the items that you have collected in your pack. Note that you have tabs for **Equipment** and **Nanos** on the top of this section. You can look at your Nano inventory by selecting the **Nanos** tab.

The bottom right side of the screen displays counters showing how much Fusion Matter and Taros (money) you have.

To delete an inventory item, drag it to the trash can. But be careful! Once you do that, you will not be able to retrieve the item.

To close this window, click on the red button in the upper-right corner.

5. GUIDES

You are not alone in your adventure! When you start the game, Computress (Dexter's robotic assistant) will guide you around the world.

Computress

The first thing you should do is speak with Computress. She has important missions for you that will get you started in your task to rebuild the time machine so you can return to the past and save the world.

She also helps by sending you email alerts suggesting characters that could use your help. To read emails from your guide, hit **ENTER** and select **Email** from the menu, or press the **P** key.

Additionally, Computress tells you how to use new things that you discover in the world. When you encounter a new item, Computress will pop up on screen to tell you about it. To close these pop-ups, click the red **X** on screen, or press the tilde (~) key on your keyboard.

5.1. SELECTING YOUR GUIDE

Once your character reaches level 4, you, are ready to return to the past and save the world. When you leave the future you will be asked to select a new guide to replace Computress. You can choose from the following four characters: Ben Tennyson, Dexter, Edd or Mojo Jojo.

Each guide will send you to contacts with missions and rewards that are available only to you and other players following that particular guide.

Guide Changing Machine

Guide Selection

Change guides by contacting another guide directly or using a Guide Changing machine. This will cost you some Fusion Matter, depending on how often you are changing guides. You will not be able to use any item rewards given to you by one guide once you have switched to another guide.

ADVENTURING

1. MISSIONS

Once your character is equipped, start exploring the world and get on with your mission to defeat Planet Fusion. You should start out by getting a mission from Computress in Hero Square. Other characters (like Numbuh 108) have missions that will help you learn more about the game and how to get better equipment.

Character with Mission for Player

Characters with missions for you will have an exclamation point (!) mission icon over their heads. When you find a character with a mission, walk up to them until the talk icon appears, then click on it.

New Missions and Updates Display

If the character has available missions for you, a list of the mission names will be displayed when you click on the talk icon. Likewise mission that can be updated with the character will also be listed. Just click on the one you are interested in.

During a mission you might be asked to contact other characters. These characters will have a question mark (?) mission update icon over their heads.

There are three types of missions available in the game:

- **Guide Missions -** Missions from your guide or guide contact.

- **Nano Missions -** Missions that will earn you a new Nano.

- **World Missions -** General adventuring missions available to all players.

You only get Nano Missions when you collect enough Fusion Matter to get the next level. Once you get enough, you will be automatically assigned a new Nano Mission.

Guide Missions are only granted by your chosen guide or his friends. You can not get Guide Missions from characters who are not associated with your guide.

World missions can be granted by any character, as long as you are the right level.

1.1. MISSION JOURNAL

Once you choose a mission by clicking on it, the Mission Journal will pop up. It will give a mission summary and show you what the reward will be if you successfully complete the mission.

Mission Journal

Each mission is broken down into tasks that have to be performed in sequence. Once you accept a mission, your current task is displayed in the Mission Journal.

You can open your Mission Journal at any time by either pressing the **J** key or pressing the **ENTER** key and selecting **Mission** from the main menu.

For detailed information about any of the missions in your journal, click on the mission and its details will pop up on the left side of the screen.

Click on the check box to the right of the mission name to make it your current mission, or click on the mission and then click **Make Current Mission**. Your current mission displays a waypoint (red arrow) to the location of the next task on your Mini-Map to help you navigate. The current objective for the mission will appear under the Mini-Map.

The red waypoint arrow always points directly towards your target objective, but you might have to move around buildings, monsters and mountains to get to the final location. Always check the map to find your best route.

Once you get close to your target the waypoint arrow will change to a red circle. If there is a "+" (plus) sign in the circle, then your target is above you. If there is a "-" (minus) sign in the circle, then your target is below you.

Your Character

Waypoint Arrow

Current Task

Mini-Map and Current Task

Waypoint Arrow (target above)

Waypoint Above You
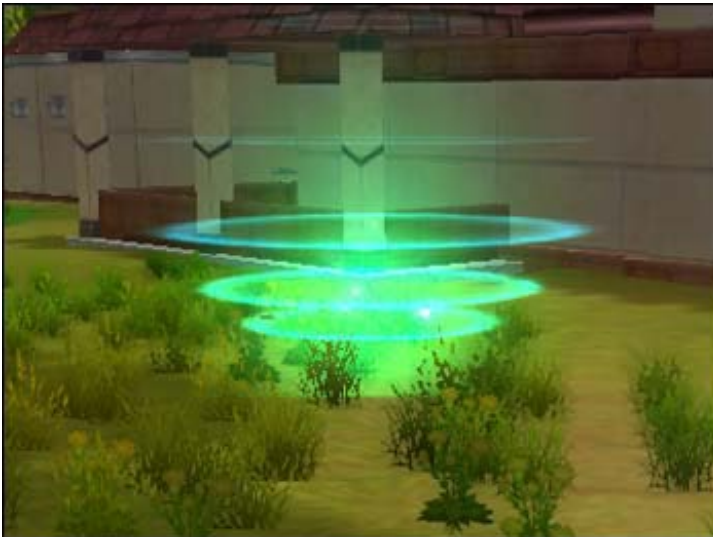
When you get in sight of your destination you will see it surrounded by glowing energy rings.

Final Destination

2. BASIC COMBAT

Some missions will not require combat to complete them. But sometimes you just have to get that Fusion Spawn out of your way and reduce it to goo!

To engage in combat with a monster you must first target it by lining it up in your sights. Once you are aligned and within range, the monster's info window will appear at the top of your screen and battle brackets appear around the monster.

Caterplug in Battle Brackets

Click the Left Mouse button or press the **Z** key to fire (or swing) your weapon.

Monster Health Bar

As you inflict damage, the health of the monster will decrease. The monster's health is represented by the multicolor bar in the window in the top middle of the screen. If the monster's health drops to zero, the Fusion Matter that is animating the monster will break up, and the monster will disintegrate. You will automatically get any loot and items dropped by defeated enemies. To see the items you have collected (if any) open your inventory by pressing **I** on your keyboard. (See the section "Collecting Loot" in this document for more information.)

Monsters will make various types of attacks against you as well. If the monster has a special power an icon for that power will be displayed in the monster information screen.

If your health drops to zero, your character will be knocked out.

Some weapons (Melee, Shatterguns, etc.) can attack multiple targets at once. If your weapon is going to hit two or more targets, then each target that is in range will display a combat icon.
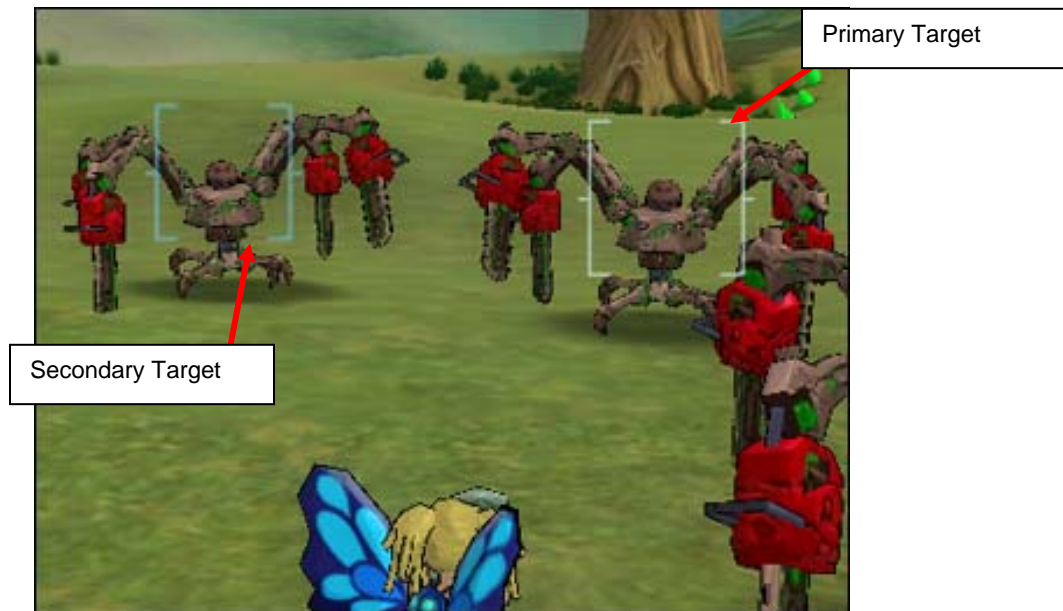
Fighting Two Monsters At Once

2.1. RECOVERING HEALTH

As mentioned before, if you take damage you will lose health points. However you can get health points back by simply staying out of combat. After a bit of time your health bar will be fully restored and you will be ready to tackle Fuse's minions again.

Some Nanos have healing powers that can restore health to you (and sometimes your buddies), even when you are fighting.

2.2. GETTING KNOCKED OUT

If you get knocked out, your character will reappear at the closest Resurrect 'Em (graciously provided by Grim). However, your character may recover on the spot if you (or someone in your group) has a Revive power.

Knock Out Revival Prompt

2.2.1. Ressurect 'Ems

When you click the **GO** button after being knocked out and asked if you want to revive at a Resurrect 'Em, you'll automatically reappear at the closest Resurrect 'Em to your location. Grim has opened Resurrect 'Em franchises all over the place, so it shouldn't take long to get back to where you were fighting if this happens. Note that you will not return with full health.

Resurrect 'Em

2.2.2. Revive Powers

Some Nanos have a Revive power. This power comes in two versions, one that works only on you and one that works for group members. If you have a "self-only" version of the power, you need to have the Nano up when you are defeated. When this happens, you are given the option to recover (at reduced health) at your current location.

If your Nano has the "group" version of the power and is active, any defeated players in your group will be given the option to revive at their current location.

2.3. SWITCHING WEAPONS

You can have two weapons equipped, but you can only use one at a time. Switch between weapons by pressing the **TAB** key.

2.4. WEAPON TYPES

There are six different types of weapons that you can collect.

- **Rifle --** ranged weapon that attacks single targets.

- **Pistol –** ranged weapon that attacks single targets.

- **Shattergun –** ranged weapon that attacks multiple targets.

- **Rocket –** ranged weapon that damages any monsters in the area where the missile lands.

- **Melee –** attacks any target right in front of the character.

- **Thrown –** weapon that damages any monsters in the area where it lands.

Each weapon is best suited for a different situation. Rifles and pistols are best against single opponents. If you are attacked by multiple monsters, Rockets or Melee weapons are best. If you don't know what enemy you'll be battling, Shatterguns and Thrown weapons are best.

2.4.1. Thrown and Rocket Weapons

Most weapons require you to have a target before they hit anything, but thrown and rocket weapons can be pointed anywhere and fired. They explode when they hit something and any nearby targets are damaged.

2.5. ERUPTION ATTACKS

Some monsters use a special attack called an Eruption attack. This will cause an explosion at your feet. These attacks are avoidable, but you have to be quick on your toes.

You can tell when an Eruption attack is coming -- the area under your feet will fill with green goo. If you react quickly, you can run away from the attack before the explosion occurs.

Eruption Attack

2.6. WEAPON BOOSTS

You can increase the damage that your weapon does by purchasing Weapon Boosts from a Shopkeeper. Each attack you make has increased power, but uses a number of Boosts based on the level of the weapon.

If you run low on Boosts, your Boost counter will flash red. Don't worry if you run out of Boosts -- you can still fight, you just do less damage.

Be careful with your Weapon Boosts. Some spawns have the power to drain the Boosts you carry. You can counter this by having a Guard Nano active.

3. NANOS IN COMBAT

Nanos are small, collectible stylized versions of Cartoon Network characters. Your Nanos assist you by boosting your stats and by providing special powers and abilities for combat and defense. (See the "Powers" section of this document for more information about Nano powers.) Nanos also provide specialized benefit in combat if you are fighting the right type of monster.

You can equip three Nanos in your NanoCom at a time, but you start the game with just one. Check out "Care and Feeding of Nanos" to learn how to make and equip a Nano to get your collection started.

A Nano's combat effects and powers only work when that Nano is summoned (active, or "up"). To summon a Nano, you simply hit its corresponding key -- **1**, **2** or **3** -- as designated in the NanoCom.

NanoCom with Three Nanos

The NanoCom shows three different attributes for each Nano:

- **A/B/C type** – whether the Nano is an Adaptium (A), Blastons (B), or Cosmix (C) type
- **Power** – an icon showing which power it has and if it is ready to use.
- **Stamina level** – displays how much stamina the Nano has regained while resting. A Nano cannot be summoned if it has no stamina.

3.1. STAMINA

Nanos cannot be active forever. Eventually, they get tired. They lose stamina while they are summoned, and lose additional stamina when using their powers. You have to give them a Nano Potion (see "Care and Feeding of Nanos") to restore their stamina or they will go away and rest for a while. The Nano stamina bar shows how soon your active Nano will need to rest.
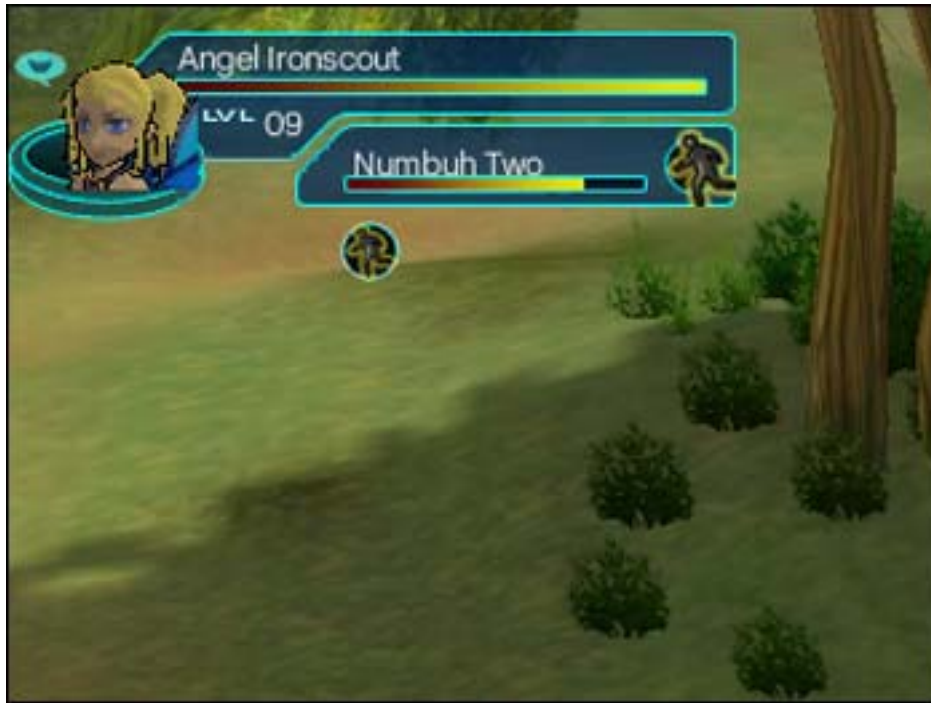
Nano Stamina Bar

3.2. EASY AS A/B/C

Monsters and Nanos are divided into three types, each made out of a slightly different type of Fusion Matter – Adaptium (A), Blastons (B) or Cosmix (C). These different types trump one another very much like a game of rock/paper/scissors. So when you are fighting a monster, you should pay attention to what type of monster it is. The Nano you have active during combat can either help you or hurt you.

A/B/C Combat

Type A's trump type B's, type B's trump type C's, and type C's trump type A's.

You should always try using a Nano that beats the monster type you are fighting. The monster's type is shown on the monster indicator on the top of your screen. The Nano's type is shown on the NanoCom in the lower-right of your screen.

3.3. CORRUPTION ATTACKS

Every once in a while, a monster will take a swipe at your Nano. This is called a Corruption attack.

Monster Ready to Make a Corruption Attack

If a monster attacks your Nano, it will wind up first, and then throw an attack that will trump your Nano. If you are fast you can drop your current Nano and bring out one that defeats the attack. If your active Nano type beats the attack, the Nano will get a boost in stamina. If the Nano loses, they will lose a lot of stamina. If you haven't summoned a Nano, you take the damage directly.

3.4. POWERS

When a Nano is summoned, you can use its powers. Some powers automatically work as long as the Nano is active (Auto powers). These include powers like Run and Jump boosts. Other powers require you to activate them (Active powers). Stun and Heal are examples. To use active powers, click the right button on your mouse or press the **X** key.

Each time you use an Active power, your Nano must recharge before their power can be used again. The power icon next to the Nano on the Nano Wheel will turn white and then count down like a clock to show when your Nano's power is recharged.

3.4.1. **Power Chart**

There are 108 different powers, but they are organized into 20 different types. You can tell what type of power your Nano has by looking at the icon associated with the power.

Icons	Power	Type (Variants)*	Description
	Antidote	Auto (Self)	Protects against Fusion Matter infection
	Bonus	Auto (Self)	Increases amount of Taro reward for defeating monsters
	Damage	Active (Point, Cone & Area)	Causes direct damage to the target(s)
	Drain	Active (Point & Area)	Causes damage to target over time period
	Freedom	Auto (Self & Group)	Protects against sleep, snare and stun attacks
	Guard	Auto (Self)	Protects against battery drain attacks
	Health	Active (Self, Group & Area)	Gives target additional health
	Jump	Auto (Self & Group)	Increases jump height
	Leech	Active (Point)	Damages target and returns health to user
	Radar	Auto (Self)	Shows Enemies on Mini-Map
	Recall	Active (Self & Group)	Summons player to registered safety point
	Revive	Auto (Self), Active (Group)	Revives defeated players
	Rocket	Active (Self)	Gives additional jump while in air
	Run	Auto (Self & Group)	Increase run speed
	Scavenge	Auto (Self)	Increases amount of Fusion Matter reward for defeating monsters
	Sleep	Active (Cone & Area)	Puts monster to sleep. Monster will wake up if attacked
	Snare	Active (Cone & Area)	Reduces monster run speed
	Sneak	Auto (Self & Group)	Allows character to sneak by monsters without being attacked
	Stun	Active (Cone & Area)	Stops monsters for a short period of time
	Treasure Finder	Auto (Self)	Shows Coco Eggs on Mini-Map

* Types		
	Auto	The effect automatically happens when the Nano is up.
	Active	The effect happens when the Nano is up and the right mouse button or **X** key is pressed.

* Variants		
	Self	Only affects the user.
	Group	Affects all of the members in a group if nearby.
	Point	Affects a single target.
	Cone	Affects multiple targets in an area in front of the user.
	Area	Affects multiple targets in a circle around the user.

3.5. NANO POTIONS

While summoned Nanos will leave to rest when their stamina drops to zero, you can keep them active by using a Nano Potion. To use a Nano Potion, press the **C** key or click on the mouse wheel.

You can only carry a limited number of Potions. Potions can be purchased from a Shopkeeper in the Cul-de-Sac and from other Shopkeepers around the world. If you are running low on Potions, your Potion counter will flash red.

Be careful with your Nano Potions. Some Spawns have the power to drain the Potions you carry. You can avoid this by having a Guard Nano active.

4. COLLECTING LOOT

When you defeat monsters, you might get Taros (cash), Fusion Matter (the substance that animates Fusion Monsters and Nanos) or a C.R.A.T.E.(Contains Really Awesome Things for Everyone) with an item in it. The loot and cash automatically goes to your character when you defeat a monster (see "C.R.A.T.E.S." below). Fusion Matter is used to create Nanos.

4.1. COCO'S EGGS

Coco is helping the war effort by laying eggs all over the world. These eggs are very valuable, containing power-ups that will boost your character for a short period. Some eggs even contain C.R.A.T.E.s!

One of Coco's Eggs

Power-ups can make you run faster, reveal nearby enemies, enable you to jump higher, etc.

If you see an egg, simply run over it. You will automatically pick it up and the power-up is immediately granted.

4.2. C.R.A.T.E.S

C.R.A.T.E.s (Contains Really Awesome Things for Everyone) contain supplies from the KND. In most cases, monsters have looted them from somewhere and will drop them when defeated in battle. You can also find them scattered around the world like Coco's Eggs. You can't see what they hold when you find them, but you can tell the quality of item they will drop based on their type.

There are four types of C.R.A.T.E.s – Standard, Special, Sooper and Sooper Duper. Standard C.R.A.T.E.s contain the most common items, but the best stuff can be found in the Sooper Duper ones.
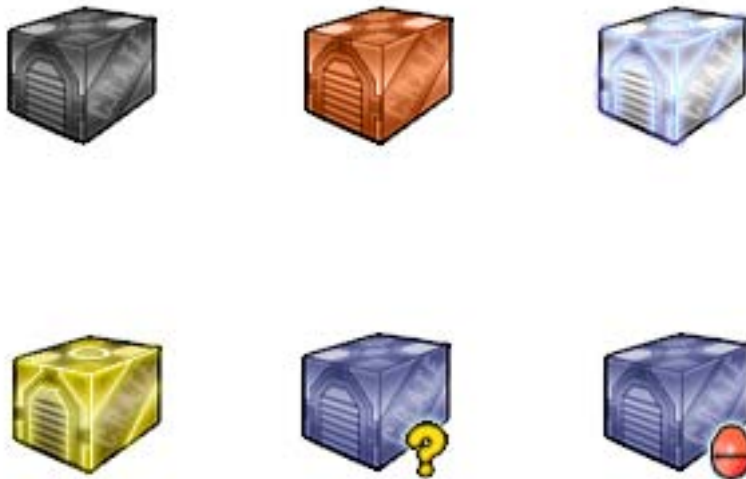
Inventory C.R.A.T.E.

C.R.A.T.E.s are also awarded for helping to clean up Infected Zones and completing missions.

You open a C.R.A.T.E. by first opening your My Stuff pack (press the **I** key) and then clicking on the C.R.A.T.E. You can trade unopened crates with other players.

4.3. TAROS

Taros are the currency of the world. You collect them by defeating monsters, completing missions, and by helping clean up the infected areas of the world.

You can spend Taros when visiting a Shopkeeper to buy items, Potions and Boosts. You can also use them to pay for Warps and flights.

5. INFECTED ZONES

While Fuse's minions are found all over the world, there are some places where they have really made an impact. These areas have been isolated by force fields to try to stop the spread of the Fusion Matter infection. Many missions will take you into these Infected Zones. You may also want to go in to help gather up raw Fusion Matter before the infection spreads further.

Outside the Sweet Revenge Infected Zone

5.1. GETTING IN AND OUT OF INFECTED ZONES

Infected Zone Warp Gate

Infected Zones have been isolated by SACT (the Special Alien Capture Team) using force field technology from Dexter. You have to enter and exit them via a special warp gate. Warp gates are portals that transport players into and out of Infected Zones. To enter an Infected Zone, click on the Dexbot attendant at the gate and select the warp icon. You exit the same way. Normally there are at least two ways out of any infected zone.

5.2. INSIDE THE INFECTED ZONES

The Infected Zones are full of raw Fusion Matter that can hurt you. Stay out of the green pools of Fusion Matter if at all possible, or you will be poisoned and start taking damage. Even after you are no longer touching the raw Fusion Matter, your character will continue to take damage for a period of time.

These zones are also full of various devices, platforms and launch objects placed by SACT agents to help you navigate the area safely.

Inside an Infected Zone

Jump Pads – Jumping on a jump pad will allow you to jump higher in the air than normal.

Infected Zone Jump Pads

Zip Line – If you click on the end of a zip line you slide down to the end. You can let go of the zip line at any time by pressing the **Space Bar**. Some zip lines allow you to travel upwards as well.

Infected Zone Zip Lines

Slide – Jumping on a slide allows you to move down a twisting slide to the bottom. You can steer while sliding using normal commands.
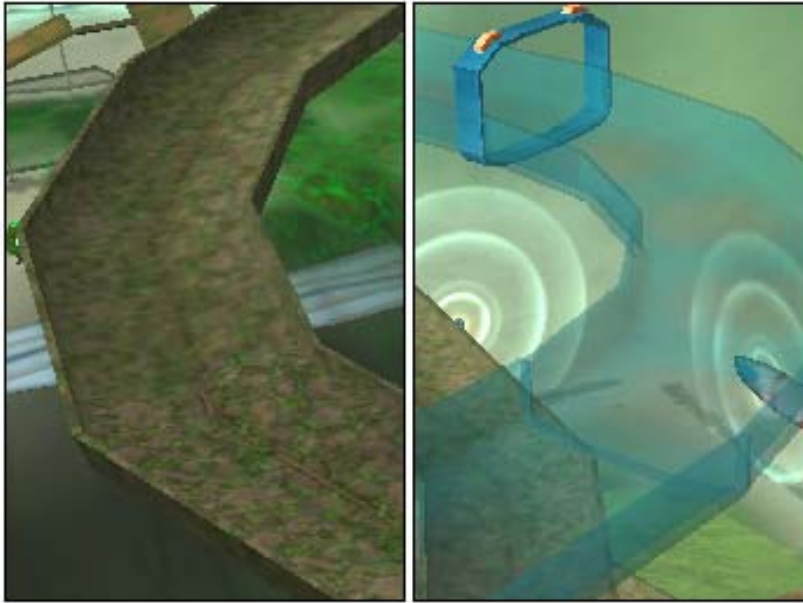
Infected Zone Slides

Moving Platforms – You can ride a moving platform to traverse dangerous areas.

Infected Zone Moving Platforms

Launcher – Launchers are cannons that can shoot you out and over danger. Check out the table in the "Controls" section of this document to learn how to use the launcher.

Infected Zone Long-Range Launcher

Recall Portal

5.3. RECALL POINTS

Some Nanos have an ability called Recall. Using this ability warps the player back to a special device called a Recall Portal.

To use a Recall Portal you first have to click on it to register it on your NanoCom. Then whenever you want to go back to that point, summon the appropriate Nano and use its recall power.

You have to be inside an Infected Zone to use the Recall power. If you leave the Infected Zone the power will not work.

5.4. CLEANING UP INFECTED ZONES (RACES)

The KND and SACT (Special Alien Capture Team) have set up stations in the Infected Zones to let you collect and dispose of newly created Pods. If the Pods aren't collected and disposed of, they will grow into Terrafusers and the Infected Zone will expand further. The collected Pods need to be disposed of quickly, so you'll need to run through the area scooping up as many as you can in as short a time as possible. When you reach the end, deposit the Pods in the drum provided by SACT.

As a reward for your Pod collection effort you'll receive refined Fusion Matter. Remember, you need that Fusion Matter to create more Nanos!

Fusion Pod for Collection

To begin collecting Pods, go to a starting station and check in. Once there, click on the SACT agent attendant and you will be given the option of running the race or viewing the scores for this Infected Zone.

SACT Agent Race Attendant

To finish the race, click on a finishing station (again, look for the SACT agent). You will be given your score and your reward of refined Fusion Matter, based on your time and the number of Pods collected.

Race Results

Scores are rated with stars for each level of achievement:

5 -- Genius!
4 -- Awesome!
3 -- Good
2 -- Not Bad
1 -- Bleh!

Really fantastic scores will also receive C.R.A.T.E.s as rewards, so it pays to practice!

5.4. FUSION LAIRS

Fusion monsters are Fuse's top henchmen. They resemble Cartoon Network characters, but they have a definite evil streak.

Fusions hide out in treacherous lairs. These lairs are almost always located in Infected Zones, and sometimes are very difficult to reach.

To enter a Fusion Lair, find the lair and click on it just as if you where using a warp gate to get into an Infected Zone. If you are on the correct mission, you will be able to enter the lair and confront the Fusion.

Fusion Lair Entrance

6. NANOCOM EFFICIENCY

NanoComs are marvels of technology. They act as communicator, navigation aid, Nano storage device and Taros/Fusion Matter processor.

The NanoCom can't work at peak efficiency forever. It needs to be shut down from time to time to recharge. With no recharge time, it eventually shuts down totally and you can not collect any more Fusion Matter or Taros.

When your NanoCom is at top efficiency, your stored Fusion Matter sparkles. As the NanoCom processes more and more Fusion Matter and collects more Taros, the efficiency decreases.

NanoCom at 100% Efficiency

At 50% efficiency the stored Fusion Matter doesn't sparkle and you can only receive half the normal Fusion Matter and Taros when you run a race or defeat a monster.

NanoCom at 50% Efficiency

Eventually the NanoCom will stop working and the stored Fusion Matter looks dark. At that point you will get no more Fusion Matter or Taros.

To recharge your NanoCom, just log off for the day and take a break from the rigors of battle. 24 hours later your NanoCom will be fully recharged and ready to go.

NanoCom at 0% Efficiency

Be sure to pay attention to your NanoCom to make sure you know what you're getting in payouts. If your NanoCom is depleted, your payouts could be less than what's shown during mission dialogs.

CARE AND FEEDING OF NANOS

Nanos are collectible stylized versions of Cartoon Network characters that assist players by giving them special abilities or boosts. Players can collect up to 36 Nanos, but can only have three equipped at any given time.

Details on using Nanos in combat can be found in the "Nanos in Combat" section of this guide.

1. CREATING NANOS

To make a Nano you need to do two things. First, you must collect enough Fusion Matter to create the Nano. You do that by completing missions and defeating monsters. Second, you must also complete a Nano mission by defeating a Fusion boss monster. When you complete a Nano mission, a new Nano will be created and added to your collection.

As your new Nano is created, you must choose one of three possible powers for it. The power you select will affect the battles you enter with this Nano, so choose carefully! (Don't worry too much. If you don't like the power you chose, just use a Nano Station and some power items to change it -- see "Changing Powers.")

Your newly created Nano will be added to your Nano Book, which can be accessed from your My Stuff screen.

The amount of Fusion Matter needed to create a Nano increases based on the number of Nanos you have already created.

2. EQUIPPING NANOS

You can have up to 36 Nanos in the full game. However, you can only equip three Nanos in your NanoCom at a time. You can only equip Nanos at a Nano Station. These can be found in the Cul-de-Sac and at the tree house in Sector V, as well as other locations in the game.

To change out your equipped Nanos, click on the Nano Station. Then select the Nano you want to equip from your Nano Book. You can equip it in the #1, #2, or #3 position of your NanoCom.
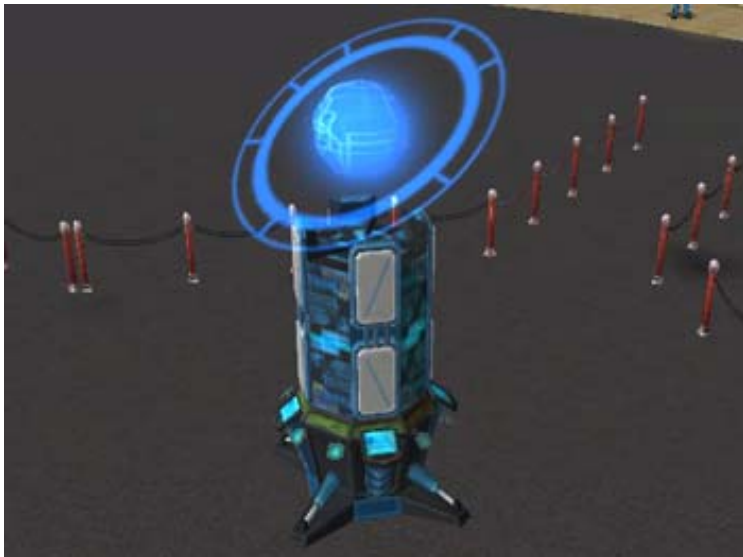
Nano Station

3. CHANGING POWERS

When you create your Nano you choose its power from a list of three possibilities. However, if you change your mind later, you can swap out that power for one of two other options. To do this, go to the Cul-de-Sac or another location with a Nano Station and click on the Nano you want to modify.

If you want to change the power of your Nano, you'll need to buy power items based on the type of power you want to activate (consult the Nano's power chart to see what power items you need to purchase). There are vendors near the Nano Stations that sell power items. You also will need to use some of the Fusion Matter you've collected.

Nano Power Tuning

Next go to a Nano Station, click on it and select the Nano you wish to modify from the pop-up interface. If you have enough power items and Fusion Matter, you can change the power of your Nano.

4. GUMBALLS

Gumballs give your Nanos short-term bursts of power. You will occasionally pick them up when defeating monsters. Gumballs are simple to use. Open up your inventory pack by pressing the **I** key, then click on the Gumball that you want to use. Next, select the Nano you wish to feed it to.

The Gumball will increase Nano's power for a short time (until the gum loses its flavor).

Gumballs come in A/B/C flavors to correspond to each Nano type. Be sure to feed your Nano the right flavor!

Gumballs

OTHER PLAYERS

1. COMMUNICATIONS

You can talk with other players using two methods, Menu Chat or Open Chat. You can use Menu Chat to say things "out loud" to players around you, or to talk with Buddies or a Group. Open Chat allows you to type whatever you wish as you chat with other players, as long as those players also have Open Chat enabled.

1.1. MENU CHAT

Menu Chat can be used by all players. It provides a set of pre-selected phrases that can be chosen from a drop-down menu. To use Menu Chat, simply hit the **ENTER** key and choose a phrase from the menu by clicking on it. To close the chat menu, press the **ENTER** key again.

Menu Chat

1.2. OPEN CHAT

Unlike Menu Chat, Open Chat lets you type whatever message you like. This chat is monitored and filtered to ensure everyone has a good time.

To use Open Chat hit the **ENTER** key and select the Chat line under the communications log. Then just type whatever you want into the space and hit **ENTER** again to say it.

There are three communications channels in the game:

All – Heard by everyone nearby
Group – Heard only by your group members
Buddy – Heard only by your buddy

To select each channel just click on the tab above the communications log.

If you have Open Chat enabled, a small chat bubble icon will appear next to your on-screen health meter.

1.3. BUDDY AND GROUP CHAT OPTIONS

Both Menu Chat and Open Chat can be used for chatting one-on-one, with a group, or with any players nearby.

To speak "out loud" to nearby players, simply use the chat functions as described in the "Menu Chat" and "Open Chat" sections above.

To send a buddy chat message to another player, you first have make that player your buddy. To do this, target the character and click on the buddy icon. This will add the player to your buddy list.

Buddy Window

To send your new buddy a message, hit the **ENTER** key and select the **Buddy** tab by the Communications log. Select your buddy from your buddy list and select **Send Message** to send IMs back and forth, using either the Menu or Open Chat methods. You'll also be able to email your buddies in the game. (For more details on In-Game Email, please see the "Email" section of this document.)

To chat with a group, you must set up a group the same way you added another player to your buddy list. Instead of choosing the buddy icon when you click on other players, select the group icon. To send the group a message, hit the **ENTER** key and select the **Group** tab above the chat window. You can now send messages to everyone in your group at one time, using either the Menu or Open Chat methods.

1.4. EMOTES

Your character and Nano will perform emotes at your command. To use emotes, hit the **ENTER** key and select **Emotes** from the Menu Chat list. Then select the emote you want to your character and Nano to perform.

1.5. GROUPS

Players can form groups in *FusionFall* and use cooperative play to take on difficult enemies.

To form a group, target the player you want to group with and click on them. Then select the group icon.

To leave the group, click on the **Leave Group** button on the left side of your screen.

You can chat with just your group members by selecting the **Group** tab above the Communication log.

If another player invites you to join their group, you'll see an on-screen alert. To accept or decline their request, hit **ENTER** and then click on your answer.

2. BUDDIES

If you make another player your buddy, you can use the peer-to-peer chat system and Buddy Warping.

2.1. MAKING A BUDDY

To make someone a buddy, click on the character and select the buddy invitation icon. That will send an invitation to the other player. If he selects **Yes** from the invitation message, he becomes your buddy.

Player Interaction Icons – Including Buddy Invitation Icon

To send a buddy a message, hit the **ENTER** key and select the **Buddy** tab by the Communications Log. Select your buddy from your buddy list and select **Send Message** to send IMs back and forth, using either the Menu or Open Chat methods.

If another player invites you to be their buddy, you'll see an on-screen alert. To accept or decline their request, hit **ENTER** and then click on your answer.

2.2. WARPING TO BUDDIES

You can also utilize your buddy list to move around the world. Once you've made another player your buddy, you'll be able to warp to him (with some restrictions) wherever he is in the game world.

To warp to a buddy, select the buddy from your buddy list and then select **Warp**. You will be immediately transferred to your buddy.

You will not be able to warp to your buddy if he is in an Infected Zone or Fusion Lair, or if you have recently used Buddy Warp.

3. PLAYER TRADING

FusionFall allows you to trade items with other players. To do this, click on the other player and select the trade icon.

Trading Request

If the other player agrees to trade with you, a trading window will appear.

Player Interaction Icons – Including Player Trading Icon

Trading Window

The trade screen shows your offer and the other player's offer. To add an item to your offer, click on the item from your inventory and select **Add** from the item description window. To remove an item, click on the item in the offer window and select the **Remove** option.

Taros (money) can also be traded by clicking on the **Add Taros** counter.

When you like the other player's offer, click the **Accept** button. If he also likes what you are offering, and has hit the **Accept** button, then the items and Taros are traded.

Some items, such as guide rewards and mission items, cannot be traded.

You are also able to chat with the person you are trading with, just like normal, using either Open Chat or Menu Chat.

4. EMAIL

You'll receive email from your guide periodically during the game. You can also receive email from buddies. When you get a new email message, an envelope icon will light up on your Mini-Map. To open your email, hit **ENTER** and select **Email** from the menu, or just hit the **P** key.
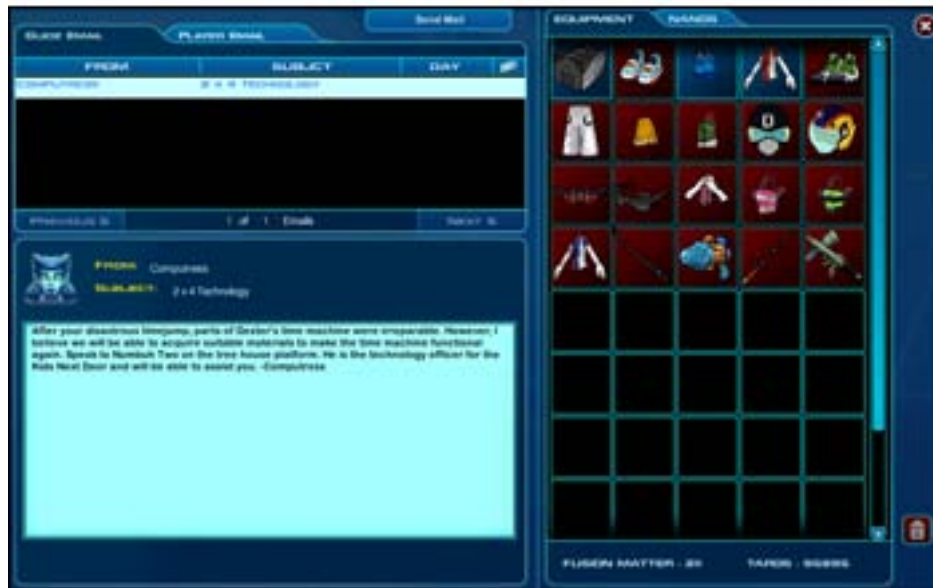
Email Window

The messages are on the left side of the screen and the text is displayed below them. To open an email and read the text, select the message by double clicking it.

If you are an Unlimited Access subscriber and have Open Chat and Buddy Email enabled, you can send in-game email to any player on your Buddy List. To send an email, click the **Send Mail** button. From there select the buddy you want to send the email to. Type in the subject and message you want, and then click the **Send** button. You can also send your buddy gifts, like items or Taros.

Each email you send will cost you some Taros to cover postage and handling.

5. GROUPING

Grouping Display

You can group with up to 3 other players. To invite someone to group with you, you click on them, and then select the group icon. That player will get your invitation. If they accept you will see their HP bar appear on the left side of your screen. If they have a Nano active, then their Nano's name and stamina level are also shown.

Anyone in the group can invite someone else, but the maximum number of players allowed in a group is 4.

To chat in a group just hit **Enter** and select the **Group** tab, then chat as normal. Only the members of your group will see your chat.

To leave the group, click on the **Leave Group** button on the left side of your screen.

6. IGNORING

Sometimes you might not want to listen to another player. You can ignore a player by clicking on the player and then clicking on the ignore icon. Once you do that, you are removed from their buddy list (if you were on it), and you can no longer hear their chat.

To remove someone from your ignore list, hit **ENTER** and the click on the **Settings** button. Click on the **Social** tab, select the player from your "Blocked Players" list, and then click **Unignore**.

GETTING AROUND

1. TRANSPORTATION

There are many different ways of getting around the world. The simplest way is to just run to where you want to go. To get to your destination more quickly, use the local transportation systems.

S.C.A.M.P.E.R. Attendant

The S.C.A.M.P.E.R. and Monkey Skyway systems require that you register at both points in the network. For example, to use the S.C.A.M.P.E.R. between the Cul-de-Sac and City Station, you must register with both the S.C.A.M.P.E.R. attendant in the Cul-de-Sac and the attendant in City Station. It's easy to find an attendant, because they have a transportation icon over their heads.

NOTE: Your S.C.A.M.P.E.R. and Monkey Skyway registrations can't travel through time with you! Once you go through the time machine and return to the past, you will need to create new registrations to use these transport systems.

1.1. S.C.A.M.P.E.R.

S.C.A.M.P.E.R.s transport you from one region to another. The long-range S.C.A.M.P.E.R system has four stations: Cul-de-Sac, City Station, Jungle Outpost and Forsaken Valley.

To use the S.C.A.M.P.E.R., click on the attendant and select your destination. There is a small fee for using a S.C.A.M.P.E.R.

1.2. MONKEY SKYWAY

The Monkey Skyway system was created by Mojo Jojo using his Monkey Minions. The Skyway is designed for shorter hops between neighborhoods in a region. Using the Skyway system, you are carried by your very own flying monkey to your destination. There are a number of Monkey Skyway stations in each region, but they don't connect across region boundaries.

Monkey Skyway Attendant

To use the Skyway, click on the attendant and select your destination. As is the case with S.C.A.M.P.E.R.s, there is a small fee for using the Skyway.

1.3. SLIDERS

The Slider is a rail transportation system. It runs through the Suburbs and Downtown. Unlike the S.C.A.M.P.E.R. or Skyway, you don't need to register or pay to use the Slider. You also can get on or off at any point along the journey.

Slider

1.4. VEHICLES

Vehicles are available for rent from Kevin's Hot Rod Rentals shopkeepers throughout the world. Rental periods vary depending on the vehicle. Riding a vehicle allows you to travel around the world faster and protects you from infected patches on the ground. You cannot fight Fuse's monsters while riding a vehicle. If you engage a monster in combat you will automatically dismount the vehicle you are riding. You will also automatically dismount if you attempt to interact with another player or NPC. Note that you cannot ride a vehicle inside an Infected Zone.

To equip a vehicle, simply open your inventory and equip the vehicle like you would equip just like any other piece of equipment. You can also mount/dismount your vehicle in the world by pressing the "V" key.

To learn more about vehicles, see the "Buying Stuff" section.

2. MAPS

You have access to two different maps of the world to help you navigate: a world map that shows all of the regions, and a local map that displays the details of your current neighborhood. When you are adventuring in the future areas of the game, you will only have access to a local map. Once you use the time machine, the world map will be available.

To call up the map, either hit **ENTER** and select **Map** from your menu, or hit **M** on your keyboard.

2.1. WORLD MAP

World Map

Clicking on the **World** button in the map interface brings up the World Map view, showing the three major regions of the world: Suburbs, Downtown and the Wilds.

2.2. MY VIEW

This map is an overhead view of your immediate area, fed directly through your NanoCom. It shows your position and any waypoints that you need to reach, as well as locations of other characters and devices that are helpful to you.

My View

You can zoom in out or out of this map to see more or less detail. The satellite map does not work inside of Fusion Lairs.

GEAR

1. MY STUFF

Once you have the character window open, you can equip items from your pack. Simply select the **Equipment** tab on the right side of the character window.

Click on the item you want to equip. A description window will pop up. Click on the **Equip** button and the item will appear on your character, assuming it is the right level and it is not a clothing item for the opposite gender. (If you have something in your **My Stuff** inventory that you can't use because it's for a level you haven't achieved yet or it's for the opposite gender, it will have a red background.) You can also click and drag items to equip them.

Equipping Items

To unequip an item, click on the item in the center (Equipped) column to call up the item description window. Then click the **Unequip** button.

Note that you can equip two weapons at a time. When you get the description window for a weapon, it will have two equip buttons – **Equip Weapon 1** or **Equip Weapon 2**. During game play, switch between the two weapons by using the **TAB** key on your keyboard.

Unequipping Items

1.1. ITEM INFORMATION
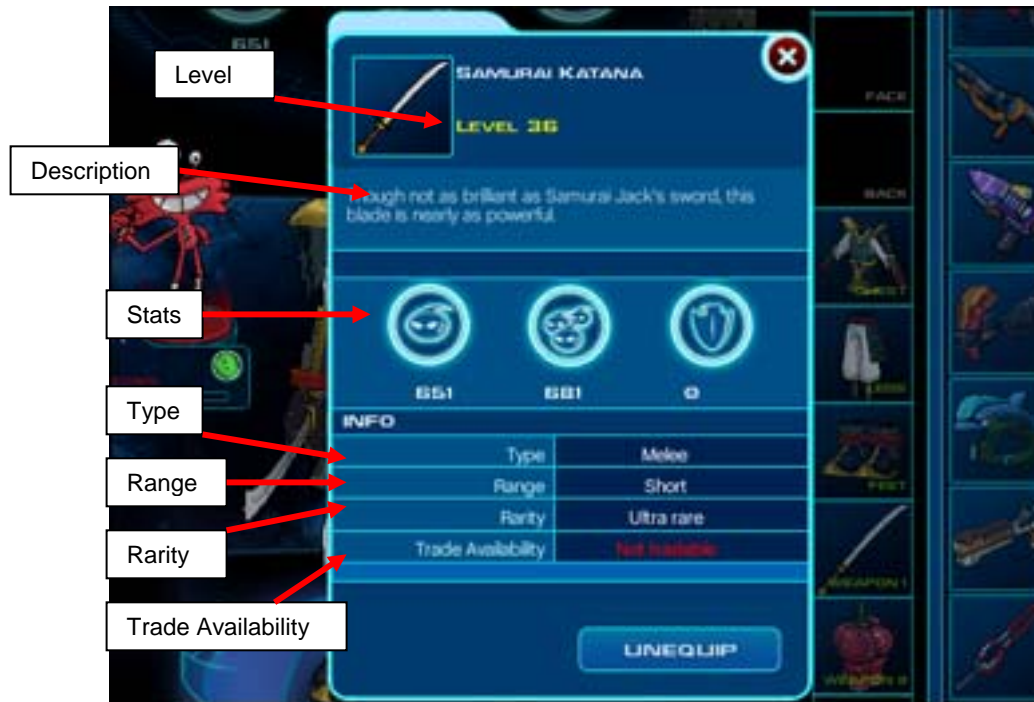
Item Description Window

The item description window shows seven item attributes:

- **Description –** the name of the item as well as a brief description about it.

- **Level (lvl)** – the minimum level you need to be to equip the item.

- **Stats –** how much the item will boost your *vs. One*, *vs. Many* and *Defense* ratings when equipped.

- **Type --** the type of weapon. Weapon types determine the range and the number of targets each weapon and hit.

- **Range (weapons only)** – the distance the weapon shoots

- **Rarity –** indicates if the item is Common, Uncommon, Rare or Ultra Rare. The greater an item's rarity, the better its stats.

- **Trade Availability –** shows if the item can be traded.

Also note that some items are gender-specific. This restriction is normally part of the item name: "Techaneer Shirt (Girls)," "Gorey Boots (Boys)," etc.

1.2. WEAPONS

There are 6 types of weapons available in the game. Each is best in a specific situation, so it is always good to equip two, based on what type of monsters you expect to fight.

- **Rifles** - long range. Best against single targets, poor against groups of spawns. Uses a target reticle.
-
  Pistols - short range. Best against single targets, poor against groups of spawns. Uses a target reticle.

- **Shattergun** - long range. Good against single targets, good against groups of spawns. Uses a target reticle.

- **Melee** - short range. Good against single targets, good against groups of spawns. Uses a target reticle.

- **Rockets** - long range. Poor against single targets, Best against groups of spawns. Does not use a target reticle.

- **Thrown** - short range. Poor against single targets, Best against groups of spawns. Does not use a target reticle.

1.3. ACCESSORIES

Some gear is worn just for fun. Hats, backpacks and masks are all items that you put on just to show your personal style. As long as you are of the necessary level, you can wear an accessory.

Unlike armor (shoes, pants, shirts) accessories are worn just for fun, and won't affect your stats. If you love that Chowder hat, you can wear it all the way to level 36 without having your combat effectiveness reduced.

1.4. MY STUFF

You always have your My Stuff pack with you. You see what is in your pack by clicking the **Equipment** tab once you open your character window. You can also hit the **I** key on your keyboard.

You can only carry a limited number of items in your pack. Since you get rewards automatically placed in your pack when you defeat monsters, you will want to make sure you have as many open spaces as possible before you go out adventuring. You can do this by selling unneeded items to a Shopkeeper, storing them in your bank vault or deleting them.

To delete an item from your pack, click and drag it to the trash can in the lower-right corner of the inventory screen. Note that once you do so, you will not be able to retrieve the item.

1.5. BANKS

If you have too much stuff in your pack, you can always store it in your Morbucks Savings and Loan bank vault. Everyone has one. It's one of the benefits of being a hero.

You have to go to a Banker to get to your vault. There are Bankers in the Cul-de-Sac (Suburbs), Townsville Center (Downtown) and the Jungle Outpost (Wilds). Bankers can only be found once you return to the past – during your adventures in the future, you'll have to carry all your stuff!

Banker

Click on the Banker and select the bank icon. The bank window will pop up. Click on the items that you want to move between your bank vault and your pack. This will open an item screen that lets you switch to the bank or your pack.

Bank Vault

You can also click and drag items between your vault and your pack.

1.6. NANO BOOK

You can see which Nanos you have and which ones you are developing (via a Nano mission) by clicking on the **Nano** tab once you are in the character screen.

Clicking on a Nano opens the description window for that Nano. The Nano window contains the following information:

- **Type –** lists the A/B/C type of the Nano.

- **Current Power –** displays the Nano's current active power.

- **Other Powers –** shows the other powers that the Nano could have, as well as the type of power items needed to change it. (See "Changing Powers" in the "Care and Feeding of Nanos" section of this guide.)

1.7. VEHICLES

Vehicles appear in your inventory along with all your other gear. You can equip a vehicle by selecting it from your inventory and clicking EQUIP. You can also review your vehicle's stats, including its speed rating and how much time remains in its rental period. When a vehicle's rental period expires, it will automatically be removed from your inventory.

To rent a vehicle, you need to talk to a shopkeeper at Kevin's Hot Rod Rentals. To learn more, see the "Buying Stuff" section.

1.8. COMBINING ITEMS

Combining enables you to take the stats from one item and apply them to the look of another item, effectively changing the stats of your favorite items while preserving their looks. This process allows you to take items obtained earlier in the game and preserve/extend their usefulness for your character as you progress.

To combine items, you need to talk to a shopkeeper at the Croc Pot Catering Company. To learn more, see the "Buying Stuff" section.

2. BUYING STUFF

When you start the game, you will have one weapon as well as the basic clothing that you selected during Character Creation. You also will have a Buttercup Nano equipped in your NanoCom.

You can purchase other items at the KND Treehouse, and other locations throughout the world.

Once you reach the Treehouse, go to a Shopkeeper and align your character to them. Most of the Shopkeepers have a holographic icon showing what type of items they sell. A shopping icon will appear when you are properly lined up.

Click on the Shopkeeper and an interaction menu will appear. Click on the top icon to open the sales window.

Shopkeeper

Once the store interface is open, you can buy items from the Shopkeeper. Make sure you purchase Level 1 items at first since you will not be able to equip anything higher than that when you start in the game. As your character levels up, you'll be able to equip better and better gear.

Click on an item to bring up an information window about it. To purchase an item, click on the **Buy** button in the information window. If you don't have enough Taros, the game will not let you purchase the item.

Shopkeeper Screen

You can sell an item from your pack (right side of the screen) to the Shopkeeper as well. Click on the item in your pack. The item description window will pop up and show you what the Shopkeeper will pay for it. If you like the price, click the **Sell** button, otherwise click the **Cancel** button. For speedy transactions, you may also right click on any item to automatically sell it.

If you sell something by mistake you can buy it back for exactly the same price that you got from the Shopkeeper by clicking on the **Buy Back** tab and selecting the item you want back. The item is available for repurchase for a limited time, so make sure you buy it back quickly.

To leave this screen (or any screen like it) click the red button in the upper-right corner of the window.

2.1. E.G.G.E.R.S

This Egg Generating Gizmo Ejects Rewards! Fashioned to resemble Imaginary Friend Coco, this machine allows you to purchase an E.G.G. and the surprise accessory contained inside. When it comes to E.G.G.s, Everyone Gets Gear! You will find that E.G.G.s have different degrees of quality, and the most expensive E.G.G.s have the greatest likelihood of revealing a very special or ultra-rare accessory. Look for a Mystery E.G.G to find the rarest of rewards!

E.G.G.E.R.s sell items across a number of level ranges, so check to make sure that you can use the item contained inside an E.G.G. before you purchase one. Once you have purchased an E.G.G., simply click on it in your inventory to open it and see what is inside. Different E.G.G.E.R.s sell different E.G.G.s (with different items inside), so be sure to visit them all.

E.G.G.E.R. (Egg Generating Gizmo Ejects Rewards)

2.2. KEVIN'S HOT ROD RENTALS

Kevin's Hot Rod Rentals is the place to go for vehicles. Vehicles allow faster travel, and come in a variety of speed classes and styles. Note that you cannot add a vehicle to your inventory permanently; vehicles are only available for their designated rental periods. When a vehicle's rental period expires, it will automatically be removed from your inventory.

To equip a vehicle, select it from My Stuff and click on Equip. You can also hit the "V" key when in the world to mount/dismount your vehicles.

Vehicle Vendor

Some things to remember about vehicles:

- Vehicles protect you from toxic patches of Fusion Matter on the ground.
- You cannot engage with monsters while riding a vehicle.
- You cannot engage with other players or NPCs while riding a vehicle, but you can use chat.
- Nanos and emotes cannot be used while riding a vehicle.
- You cannot ride a vehicle inside an Infected Zone.
- The Warp Away command is still available while riding a vehicle.

To see how much time remains in a vehicle's rental period, simply select it in your inventory. The information appears in the detail pop-up about the item.

2.3. CROC POT CATERING CO.

The shopkeepers at the Croc Pot Catering Company will help you combine two items into one by throwing them into their very special Croc Pot and mixing them together. Combining items allows you to take the look of one item and apply the stats from another item to create an entirely new item! (In other words, you preserve the original's look but change its stats.) This process allows you to take items obtained earlier in the game and preserve/extend their usefulness for your character as you progress.

Croc Pot vendor

It's simple: choose the item from your inventory with the STYLE you want and place it in the style slot. Then select the item with the STATS you want and place it in the stats slot. Note that you will also transfer the STATS item's level.

Croc Pot screen

Once you have placed both items, the shopkeeper will display your chances of combining success, on a scale of 1 to 5. The process of combining is not guaranteed, and some combinations are harder to complete than others. Your probability for success is dependent upon a number of factors, including the rarity of the items being combined and their difference in levels. Make note of your chance for success before proceeding.

Success Chance

You will be charged Taros for every combining attempt. If the combination fails, you keep your original items, but you still spend Taros. If the combination is a success, congratulations! Your two original items are replaced with a brand-new item.

Some things to remember about combining:
- Only weapons and armor can be combined (no accessories, gumballs or Potions).
- Items in the STYLE and STATS slots must be of the same type.
- Items in the STYLE slot must be of the correct gender for your character.
- Guide items cannot be placed in the STATS slot.
- Combined items are not tradable.
- Even if you fail a combining attempt, you can always try again.

Once you have a new combined item, you may use it in a future combination, but only by placing it in the STYLE slot. Combined items are always identified with a special icon in your inventory so you can tell them apart from your other items.

Combined item

CONTROLS

1. NANOCOM/HUD

You character is equipped with a new invention from Dexlabs called a NanoCom. The NanoCom combines navigation, communications and Nano storage into one easy-to-use device. When you use it, you see computer graphics superimposed over the world that will keep you informed as you battle the Fusion invasion.

NanoCom Basic Graphics

- **Equipped Nano –** shows which Nanos you have equipped, what type they are, and if they have enough energy to be summoned. Next to them is a small icon showing their equipped power.

- **Mini-Map –** a view of your immediate area from above.

- **Fusion Matter Meter –** around the mini-map is a Fusion Matter meter that shows how much Fusion Matter you have stored up.

- **Communication Log –** a record of recent communications and events that have happened near you.

- **Your Health –** displays your health status.

- **Active Nano –** shows the name, stamina and power of your active Nano.

- **Effects –** under your health bar, your temporary power-ups are displayed. These include pick up items like extra speed, jump boosts, or protection from certain types of attacks. See "Powers" for more details.

2. SETTINGS

Customize your controls using this window. To access your options, hit **ENTER** and then click on the **Settings** button.

2.1. GRAPHICS AND SOUND

Set the graphic resolution for the game, either in full screen or windowed mode. You can set the quality of effects to maximize your game's look or performance. You can also set sound volume here.

2.2. GAME UI (USER INTERFACE)

Choose display elements and colors. Customize the way damage, names, waypoints and other elements are displayed on your screen.

2.3. SOCIAL

Allow requests from other players, like invites to group, trade or become a buddy. This is also where you review your blocked player list. Remove players from the list if you wish to see them again.

2.4. CONTROLS

Customize your movement and interface commands to the keyboard keys and mouse buttons of your choice.

3. GAME GUIDE

This guide is designed to help you learn about the details of the game. Click on the topic you want information about, then choose a subsection to read it.
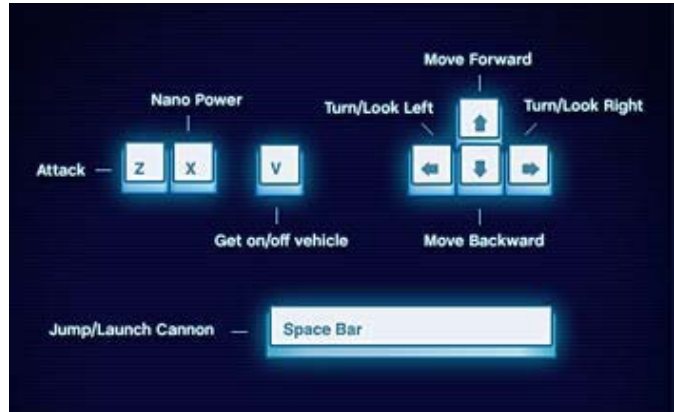
Game Guide

4. INTERACTION ICONS

When you face a character or item that you can interact with, your cursor changes based on the target's type (object, another player, etc.).
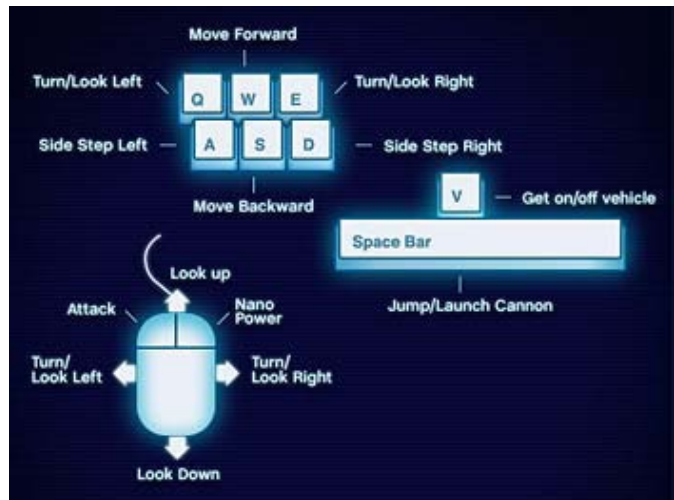
Interaction Icons

5. KEY CONTROLS

Simple Controls

Advanced Controls

USB Controls

	Keyboard	**Mouse**
MOVEMENT		
Move Forward	↑,W	-
Move Backwards	↓, S	-
Turn/Look Right	→,Q	Mouse Right
Turn/Look Left	←, E	Mouse Left
Sidestep Right	A	-
Sidestep Left	D	-
Jump	Spacebar	-
Auto Run	Home	-
CAMERA		
Lock/Unlock Camera	Ctrl	-
Snap Camera to Default Lock	↓,↑	
Camera Rotate X Axis	-	Left/Right Mouse
Camera Rotate Z Axis	-	Forward/Backward
Zoom In	Page Down	Wheel
Zoom Out	Page Up	Wheel
COMBAT		
Basic Attack	Z	Left-Click
Nano Skill	X	Right-Click
Nano Potion	C	
Object Interaction	Z	Left-Click
Summon Nano #1	1	
Summon Nano #2	2	
Summon Nano #3	3	
VEHICLES		
Get on and off	V	-
Move Forward	↑,W	-
Move Backwards	↓, S	-
Move Right	A	-
Move Left	D	-
Jump	Spacebar	-
INTERFACE		
My Stuff	I	-
Player Interaction	Z	Left-Click
NPC Interaction	Z	Left-Click
Map	M	-
Mission Journal	J	-
Enter Chat/Start Menu	Enter	-
LAUNCHER		
Get In/On	Z,	Left Click
Elevation	↑,W	Move Up
Depression	↓, S	Move Down
Angle Right	→,D	Move Right
Angel Left	←, A	Move Left
Shot Power	Z, Spacebar hold/release	Left Click hold/release
Leave	X	Right Click

FUSIONFALL

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